

بِسْمِ اللَّهِ الرَّحْمَنِ الرَّحِيمِ



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VIRTUAL REALITY

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فصل هفتم – پلتفرم های نرم افزاری (API / SDK)



aframevr / aframe – java script

- Use markup to create VR experiences that work across desktop, iOS, Android, and the Oculus Rift



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facebook / react-vr – java script

- ▶ Create amazing 360 and VR content using React



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ValveSoftware / openvr – C++

► OpenVR SDK



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googlevr / gvr-android-sdk – C++

- ▶ Google VR SDK for Android



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googlevr / gvr-unity-sdk – c#

- ▶ Build virtual reality applications for Android and iOS using the Google VR SDK for Unity



thestonefox / VRTK

- ▶ OpenVR is an API and runtime that allows access to VR hardware from multiple vendors without requiring that applications have specific knowledge of the hardware they are targeting. This repository is an SDK that contains the API and samples.



LibreVR / Revive – C++

- ▶ A compatibility layer between the Oculus SDK and OpenVR allowing you to play Oculus-exclusive games on your HTC Vive.



facebook / Surround360 – C++

- ▶ Surround360 is Facebook's open source hardware and software for capturing stereoscopic 3D 360 video for VR. The repo contains hardware designs, as well as software for camera control and rendering.



borismus / webvr-boilerplate - javascript

- ▶ A starting point for web-based VR experiences that work on all VR headsets



googlevr / vrview - javascript

- ▶ VR View allows you to embed 360 degree VR media into websites on desktop and mobile.



TomorrowTodayLabs / NewtonVR - javascript

- ▶ A physics-based interaction system for Unity that allows players to pick up, drop, throw, and use held objects in virtual reality



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brianpeiris / RiftSketch - javascript

- ▶ RiftSketch is a web-based live coding environment for the Oculus Rift



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hawksley / eleVR-Web-Player – javascript

- ▶ The eleVR player lets you watch 360 flat and stereo video on your Oculus Rift or Android device with VR headset (Cardboard, Durovis Dive, etc.) from a browser



Unity-Technologies / EditorVR – C#

► Author VR in VR.



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Samsung / GearVRf – C++

- ▶ The GearVR framework(GearVRf) is an Open Source VR rendering library for application development on VR-supported Android devices

